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## PATCH 3.3 TIER 10 BONUS: MIND FLAY VS. MIND BLAST ANSWERS

Moderators: Skeeter, Aevie, ziy, Centrelink, Battlemaid, Gilthresa

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Run 1 w/ **MB**: 11,428 dps  
Run 2 w/o **MB**: 11,450 dps  
Difference when **dropping MB**: **Gain** of 22 DPS (0.19%) or 10.08 PP (Pseudopower, Shadowpriest's scaling value)

Jdgaynor (Tananthala)'s BiS Heroic (25+10) Profile using default "low" latency settings  
Unable to run tests at this time until the Royal Scepter Heroic version drops with the correct amount of crit and haste that replaced the MP5 value.  
Run 1 w/ **MB**: n/a  
Run 2 w/o **MB**: n/a  
Difference when **dropping MB**: n/a DPS or n/a PP (Pseudopower, Shadowpriest's scaling value)

Jdgaynor (Tananthala)'s BiS Heroic (25+10) Profile using default "high" latency settings  
Unable to run tests at this time until the Royal Scepter Heroic version drops with the correct amount of crit and haste that replaced the MP5 value.  
Run 1 w/ **MB**: n/a  
Run 2 w/o **MB**: n/a  
Difference when **dropping MB**: n/a DPS or n/a PP (Pseudopower, Shadowpriest's scaling value)

Jdgaynor (Tananthala)'s BiS Heroic (25+10) Profile using fixed latency settings simulating high levels of skill  
gcd\_lag=0.150  
channel\_lag=0.150  
queue\_lag=0.150  
Unable to run tests at this time until the Royal Scepter Heroic version drops with the correct amount of crit and haste that replaced the MP5 value.  
Run 1 w/ **MB**: n/a  
Run 2 w/o **MB**: n/a  
Difference when **dropping MB**: n/a DPS or n/a PP (Pseudopower, Shadowpriest's scaling value)

-----  
After ICC-25 **is** on farm and you have acquired the ilvl 264 Tier 10 pieces and other gear from this raid, if your skill **is** high enough, **dropping MB** has a good chance of increasing your DPS by 0.19%.

Gear levels lower than Best in Slot ICC-25 normal version on shadow priests with exceptional skill, but poorer connections, may see value in **dropping MB**. Using Simulationcraft to profile your own priest can determine this. If you want to see what "best skill possible" scenarios are for your gear and connection, use a spreadsheet that Jdgaynor and I have created.

## Mind Flay Clipping

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### What **is** Mind Flay Clipping?

Mind Flay **is** a channel that has three ticks. At three distinct intervals within the channel (cast), Mind Flay will do damage to the target. These ticks are supposed to fire at 1/3 completion, 2/3 completion, and 3/3 completion of the channel. Network latency has a small impact on the delay between where the tick should occur and where it does, however lag or delay on the server side in executing millions of combat requests per second **is** where the larger impact of the difference between where a tick should do damage and where a tick does do damage within the channel occurs.

Clipping **is** when you interrupt the channel before the 3/3 tick, with only 1 out of the 3 or 2 out of the 3 damage events occurring. Clipping can be positive, as in you actively interrupted your Mind Flay on purpose; or negative, as in you unintentionally interrupted your Mind Flay. Positive clipping **is** used to gain DPS by using a MF2 (2 ticks of Mind Flay) to fill a smaller slot of time before casting another spell with higher damage output priority. Negative clipping **is** considered a loss in DPS because it was not intended and the third tick **is** "lost".

### **Is** it a theoretical gain to clip Mind Flay?

For Mind Blast? NO. Clipping Mind Flay for Mind Blast **is** not a theoretical gain in DPS.  
For Vampiric Touch and Devouring Plague? No.

However, clipping Mind Flay to refresh VT/DP on time to create higher uptimes can be used to stop a LOSS of DPS. So, theoretically, if you are stopping the loss of something that **is** assuredly lost, then it **is** a gain... whatever, here's the math:

DoT length extension **is** caused by finishing the third tick of MF. The third tick **is** a base cast time of 2.49/3. DoT length extension lowers the DPS. Finding the percentage of the extension will give us the percentage of the loss in DPS.

$(MfBaseTick/haste) / (DotBaseLength/haste) = MfBaseTick / DotBaseLength$  in other words, haste doesn't matter!

DPS loss from finishing the third tick of MF instead of refreshing the DoT:

VT:  $(0.83 * \text{accuracy\%}) / 15$

DP:  $(0.83 * \text{accuracy\%}) / 24$

Accuracy%:

How accurate, within the channel between the 2nd tick and completion, you fired the next ability to interrupt (clip) the Mind Flay channel.

VT: 100% = 5.53% dps loss for not clipping

DP: 100% = 3.45% dps loss for not clipping

VT: 75% = 4.15% dps loss for not clipping

DP: 75% = 2.59% dps loss for not clipping

VT: 50% = 2.76% dps loss for not clipping

DP: 50% = 1.72% dps loss for not clipping

VT: 25% = 1.38% dps loss for not clipping

DP: 25% = 0.86% dps loss for not clipping

**Is it possible for a human to be that accurate when cast times are this low?**

Yes. Reaction time of college aged adults was 190ms to visual cues and 160ms to audible cues. Remember, this **is** reaction time, not proaction time. With cues from mods and picking up on the general rhythm of channeling, you can proactively cut down the "reaction" time by anticipating when to fire the next ability so that it will be received by the server as close to accurate as possible. At 1250 haste, a 100ms MFclip error time **is** an 82% accuracy rate, roughly 5% dps for VT and 3% for DP's ticks.

## FAQ

-Why should I believe you?

You shouldn't, I am only trying to create a repository of information for others to make their own decision, not push an agenda for or against **dropping MB** or clipping MF.

-I noticed a rather large increase when I gained ilvl 251 four piece tier 10 bonus and dropped Mind Blast from my casting, why?

Your latency **is** much larger than Simulationcraft's defaults. Try setting the variables listed above (the \*\_lag ones) and running your own profile. **Is** the DPET value of **MB** lower than MF? If it **is** not, then the increased DPS you saw **is** revealing flaw in your casting precision. You could either work on higher precision in casting or drop **MB** and just enjoy the game knowing you are not the best. (seriously, if you have fun, does it matter?)

-When I clip Mind Flay, my DPS **is** horrid! What's wrong?

Not everyone can clip. If you can't do it, don't. It **is** not the end of the world. Many factors are at play when clipping Mind Flay accurately enough to see a positive gain. Server execution delay, network latency, computer rendering, USB/PS2 delay in keyboard/mouse, human error, etc. A combination of factors **is** involved, perhaps one or many of them are not allowing a good environment for you to be able to clip accurately. It just isn't that big of deal, relax, have fun. There are MUCH better areas to gain DPS first.

-Isn't **dropping** Mind Blast boring?

Yes, so cast it then.

-**Is** it a gain to drop Mind Blast at some point?

Yes. Mathematically, there are three environmental variables at play that create a situation where it **is** mathematically solid to drop Mind Blast for a DPS gain of at least 0.001 DPS.

\*casting time

\*spell power

\*delay between casts

Casting time **is** affected by the four piece Tier 10 bonus and haste. The inflation of haste and this bonus **is** why this debate exists. Inflation in Spell Power, combined with lowered casting times, has risen this stat to the point where it **is** now mathematically true at certain places that Mind Flay DPET overtakes **MB** DPET, thus making Mind Flay a higher priority spell. Delay between casts **is** your demon to figure out. The more accurate you are at estimating this value, the more accurate your claim of "**dropping**" or "not **dropping**" Mind Blast for higher DPS will be.

-The amount of spell power, haste, and delay I have says to drop Mind Blast, but I am the only source of Replenishment, should I cast it?

YES. Replenishment **is** a higher priority than 100 dps theoretical gains. Perhaps the Heroic BiS gear will have higher gains, probably not much though.

-Fine, I'll leave **MB** in my rotation, but what do I do when I have a .5 GCD gap until **MB** comes off cooldown?

-I dropped **MB** because I spend a half second or more waiting between my last MF cast and when **MB** came of

cooldown and my DPS was higher, why?  
**MB** cooldown does not determine our "rotation". We are a FCFS priority caster. First come, first serve, off of a priority list. Dots (VT and DP) are highest priority. Replenishment **is** second highest priority if you are a needed source for it. Fillers are our lowest priority (MF and **MB**). All time should be "filled", no gaps or dead space should exist. Don't "wait" for **MB** to come off cooldown, cast MF, finish the channel with all three ticks, then cast **MB**. If you are able to clip Mind Flay at the second tick with accuracy, then doing so for VT and DP can result in gains in DPS as well. If not, then finish your MF cast and refresh the dot afterwards, but do not wait, do not have gaps or down time.



Last edited by griemak on Fri Feb 19, 2010 9:01 pm, edited 1 time in total.

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Denosya

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Fri Feb 19, 2010 8:58 pm



Shadow Priest  
Joined: Fri Jan 12, 2007 9:39 am  
Posts: 214  
Location: Medivh, Fr.  
[OFFLINE](#)

Very interesting post. Thank you!

**Denosya**  
Level 85 Blood Elf Priest  
<La Waagh Retrouvée> of Medivh EU  
<http://www.sigiluniv.com/>

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Blizzfury

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Sat Feb 20, 2010 5:39 am

Shadow Priest  
Joined: Sat Apr 14, 2007 2:36 pm  
Posts: 213  
[OFFLINE](#)

Jdgaynor BIS list seems a bit odd, it has the toon at 3772 SP unbuffed which should be impossible.

[http://us.wowarmory.com/character-sheet ...](http://us.wowarmory.com/character-sheet...) =Blizzfury

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Tananthala

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Sat Feb 20, 2010 3:09 pm

Shadow Priest  
Joined: Thu Sep 25, 2008 3:20 pm  
Posts: 14  
[OFFLINE](#)

You're right, the spellpower on that list **is** too high. I submitted a ticket with wowhead to see if they'll fix it. For the time being, use an unbuffed spellpower of 3431.

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Ifalna

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Thu Feb 25, 2010 11:27 pm



Shadow Priest  
Joined: Mon Sep 22, 2008 3:00 pm  
Posts: 22  
Location: Celestis  
[OFFLINE](#)

Vote 4 sticky!

Thanks. All questions answered. 🙏

And the people shall deliver the wicked under your divine judgement.  
Where their sins will be weighed in balance with all that is just and true.

-Hallowed are the Ori-

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PiousFlea

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Fri Feb 26, 2010 3:19 pm

Shadow Priest  
Joined: Thu Dec 27, 2007  
10:13 pm  
Posts: 327  
OFFLINE

A related but different question **is** whether to drop 5/5 Improved Mind Blast after 4/4 T10.

The answer **is** unequivocally YES! Assuming that using **MB** on CD **is** worth 43 PP, losing 2.5sec of **MB** cooldown can at most decrease the number of MBs cast by  $2.5/8 = 31\%$ .

31% of 43 PP = 13 PP, or 2.6 PP per talent point spent.

That's such a negligible number that even crappy talents like mana efficiency or threat reduction become more useful.


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Indras of Frostmane

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Fri Feb 26, 2010 8:06 pm



Shadow Priest  
Joined: Mon Oct 05, 2009  
6:13 pm  
Posts: 9  
OFFLINE

Hmm. I recently got 4p t10, and started using a **MB**-less priority system. Replenishment **is** still in the system, but that's a cast every 15 seconds(if someone else doesn't bring it) rather than every 5.5 or 8. And it **is** dull... With my current gear the DPET of **MB** and MF are almost the same, I think I'm going to put **MB** back in my priority (with the 8 sec cooldown) as playing shadow just isn't as much fun without it.

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Jagang

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Sun Feb 28, 2010 9:27 pm

Shadow Priest  
Joined: Fri May 04, 2007  
12:54 am  
Posts: 145  
OFFLINE

**I strongly suggest reading this entire post, as everything **is** explained in detail, and it will truly help you understand casting mechanics with 4 pc T10. If not, there **is** a TLDR at the end.**

With ANY amount of spell haste, 5 flays fit perfectly between VT applications with 4 pc T10. Using quartz, if you clip in the red, you will see this. If you seem to clip the last VT tick, chances are you are cutting off MF occasionally, as I tested with a quartz bar the length of my screen to maximize good recasts. Every time I clipped the VT's last tick, I went and counted my flay ticks, and 1 was missing.

If you are a super duper amazing godly-quartz-clicker, you may clip it, with correct flays but I doubt it.

Overall, all this says **is** no matter what, we will want to cast **MB** at ANY spellpower level, for gcd fillers.

You combine it with DP at the best possible times, (meaning you use it before DP if DP expires in a GCD or less, or after DP if DP expires greater than a GCD). This allows maximum uptime of VT/DP, and you only cast **MB** in the same VT to VT cycle as when you cast DP. On cycles of VT duration, where you don't cast DP, you don't cast **MB**.

Here **is** a general picture of the scenario's encountered, as well as my personal opening rotation. (Any opener works, as long as you keep to the cast **MB** with DP rule)

VT - DP - Flay - SWP - **MB** - Shadowfiend - Flay - **VT**.  
1st set done, and opener up, the VT at the end **is** same as VT below.

**VT** - Flay - Flay - Flay - DP - **MB** - Flay - **VT**  
2nd set **is** done, VT at end **is** same as VT below

**VT** - Flay - Flay - Flay - Flay - Flay - **VT**  
3rd set **is** done, VT at end **is** same as VT below

**VT** - **MB** - DP - Flay - Flay - Flay - Flay - **VT**  
4th set **is** done, VT at end **is** same as VT below

**VT** - Flay - Flay - Flay - **MB** - DP - Flay - **VT**

From here on, continue the sequence of casting **MB** with DP. If there **is** a gcd before DP, cast **MB** - DP, if not, cast DP - **MB**.

This above in my opinion, (and quite possibly could be proven), **is** the best way to approach the **MB** vs MF debate, as it takes care of replenishment (shown with **MB** in red), it fills GCD's between VT perfectly, and you control the **MB** positioning before or after DP, to fill the GCD's before or after DP perfectly.

The only variation of course **is** movement, adds, etc, but this gives a representation of how you should be casting the majority of the time. Only unmentioned subject **is** when to recast shadowfiend, and it's obviously a GCD, so if it comes off CD with a VT-VT cycle with DP inside, replace **MB** with Shadowfiend. If it comes off CD without a DP inside, cast **MB** with it. It keeps the rotation perfect.

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TLDR:

- 1) Do opening sequence
- 2) Cast **MB** with DP and 4 Flays between VT's
- 3) If DP does not need to be refreshed between VT's, cast 5 Flay's.



Jagalicious

Level 80 Troll Priest<Unholy Trinity> of Burning Blade

14 / 0 / 57

450 Enchanting

450 Engineering

3400 Spell Dmg

32.08% Spell Crit

25.56% Haste

11.06% Spell Hit

407 Spirit

http://www.siglaunch.com/

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Dharmabhum

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Mon Mar 01, 2010 6:01 pm

Shadow Priest

Joined: Wed Feb 17, 2010

9:20 pm

Posts: 15

OFFLINE

<3 u Jag. Thanks for putting it out there so eloquently and in a way that helps even those of us who best understand things visually, particularly with numbers and cast times.

I'll be hopping on a dummy when I get home tonight!

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griemak

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Mon Mar 01, 2010 6:21 pm



Shadow Priest

Joined: Tue Feb 17, 2009

9:02 pm

Posts: 525

OFFLINE

Jagang wrote:

The only variation of course **is** movement, adds, etc, but this gives a representation of how you should be casting the majority of the time. Only unmentioned subject **is** when to recast shadowfiend, and it's obviously a GCD, so if it comes off CD with a VT-VT cycle with DP inside, replace **MB** with Shadowfiend. If it comes off CD without a DP inside, cast **MB** with it. It keeps the rotation perfect.

The other variation **is** your casting and latency. 5 flays do not fit within one VT. 5 flays have a base casting time of 12.45 seconds, VT **is** 15 seconds. VT has a base casting time of 1.5 seconds.

|Flay1 - Flay2 - Flay3 - Flay4 - Flay5 - VT|

**Is** a block of 13.95 seconds. VT **is** 15 seconds. This will clip VT.  
If you "delay" yourself for 1.05 seconds, then this will work. This **is** bad form and absolutley horrible advise to give another shadow priest.

800 haste raid bufed **is** 34.52%

MF cast time: 1.85  
VT cast time: 1.12  
VT length: 11.15

|Flay1 - Flay2 - Flay3 - Flay4 - Flay5 - VT|

**Is** a block of 10.37 seconds, 0.78 too early to cast VT. (1.05 seconds with 34.52% haste **is** 0.78 seconds)

Haste does matter, so does network latency. The "rotation" you posted, Jagang, **is** very specific to your condition including network latency and gear. In addition, the server execution latency and increased network latency within a raid would deem the training dummy "it fits" into a false statement, at least for a 25, and each encounter on each night would need a different rotation reworked. There are many reasons we do not have set "rotations" such as "5 MF's in one VT". One **is** simple, none of our "durations" can divide into each other.

15 / 2.49 = not a whole number

24 / 2.49 = not a whole number

Either clipping of the DoT or dead time will result, both lowering DPS. If you utilize a [nochanneling] macro, you may find the delay penalty added to the MF's will allow this "fit" to occur on a training dummy. It won't work once you step into ICC, ToC, or Ulduar because the training dummy has much better response than a raid... less people around you using server time, only one hitting the target if you are testing correctly, only focus **is** on single target casting, etc.

You have a "hole" of 1.05 seconds base time in each "rotation" that could be filled to increase your damage output.



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Trevar

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Mon Mar 01, 2010 9:25 pm



Shadow Priest  
Joined: Mon Jan 05, 2009  
3:43 pm  
Posts: 375  
**OFFLINE**

Regarding Jdgaynor (Tananthala)'s BiS Heroic (25+10) Profile (<http://www.wowhead.com/?profile=20780753>), I believe it would be better to gem **is** belt with a Purified Dreadstone to get the 7 Spellpower bonus.

Trevar's Armory Profile  
<http://lackeyccg.com/wow/> <-WoW TCG Online

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PROFILE

Jagang

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Mon Mar 01, 2010 10:35 pm

Shadow Priest  
Joined: Fri May 04, 2007  
12:54 am  
Posts: 145  
**OFFLINE**

I **completely** disagree Griemak.

As far as this being a "rotation", it's not, as the sequence changes from VT-VT application. It **is** a guideline, and an extremely accurate one at that.

Also, it was said this **is** the majority of the time, and does not encompass moving, stuns, fears, etc. This **is** a stand and nuke fight. On any other fight, you can still the majority of the time keep the general rule of:

VT - 5x Flays - VT and

VT - 4x Flays - **MB**/DP (or DP/**MB**) - VT

Note the part about human reaction and latency with Quartz.

I challenge most people to get 15 ticks of Flay between VT, and not clip the last VT tick before refresh. If so, you are very good with quartz reactions. This **is** on a dummy, with nobody around, on a night when nobody **is** on, and server MS under 50, and a quartz bar the size of a football field. I did tons of cycles, of just VT - Flayx5 - VT, and personally clipped off the VT tick only 4-5 times with 15 ticks. This **is** with EXCELLENT conditions.

Now, add in raid lag, boss lag, situation lag, those 4-5 times, would be 0. Yes, even I saw it clipped occasionally when I also got 15 ticks, but to be honest, it will not happen it a raid setting. And those few times I did it absolutely perfectly, I swore I clipped Flays, I was so close to the red line each time. A literally split split split second earlier, and I would have. It's far better to cast mid-red bar, and never encounter this, rather than clip 1 Flay and lose that dps. Over the course of a fight, trying to clip "perfectly on the line", your dps loss from accidental 2/3 clips will be greater than the loss of 0.1 to 0.2 sec added to each Flay. Which **is**



still FAR greater than no-channeling macros.

Now...this **is** 100% static throughout a fight, EXCEPT when you get a haste modifier after VT **is** applied. Then you have to do it manually, until your next VT.

On any cycle with **MB**/DP between, that adds an unhasted 3 seconds vs 2.49, between, making the amount of human error down to 0.56 sec (total between VT's). I truly, truly challenge ANYONE to clip Flay in the red, 4 consecutive times, with a **MB**/DP and have "time left over". You won't see it. Any VT-VT cycle with any DP/**MB**, human reaction will NOT allow you to put more spells in.

On any VT-VT cycle without DP, I still challenge you to try it with 1.05 total seconds reaction. You say it's bad form, I'd say it **is** something 90% of priests cannot do successfully, especially in a raid setting with far more lag than a dummy. For you 10%, who do it 100% successfully, either of these 2 cycles can be used to replace VT- Flay x5 - VT.

VT - **MB** - Flay - Flay - Flay - Flay - **MB** - VT (requires speccing imp-**MB**)

or

VT - **MB** - Flay x5 - VT

The top mimics a DP/**MB** between VT's, and the bottom just adds a GCD to what you would have normally done. Either works for you super super amazing shadow priests, who I would venture to guess "clip Flays" on occasion with your super super skills.

As far as haste, the more haste, the better for this to work, as you have already shown with your base 800 haste:

|Flay1 - Flay2 - Flay3 - Flay4 - Flay5 - VT|

**is** a block of 10.37 seconds, 0.78 too early to cast VT. (1.05 seconds with 34.52% haste **is** 0.78 seconds)

In my post, I said those are scenarios that can be encountered, and not 100% as shown 100% of time. That's my opening 5 sequences on a patchwork fight, others may slightly be altered, but in general, the rule works, and it works amazingly.

I do think very much before making these posts Griemak, and add the numbers myself. I saw the 1.05 second gap, and I wrote it off as latency loss. In a perfect world, sure, you will have downtime, but we both know that never happens. With 1.05 sec latency loss over 5 channeled spells (base), it **is** EXTREMELY difficult to clip VT, keeping a full 15 MF ticks. And there are 2 solutions presented for those amazing people who can do it in a raid setting.

I know I cannot, and I was typically in every top 20 world parse on every boss fight for our class. I have fallen off the charts now, but I have also fallen 250+ GS behind the bleeding edge guilds shadow priests. Give me equal gear as Mynameismuse or Shin, and using this method, you would see me topping every meter my guild **is** capable of killing. I hate coming off as arrogant, or cocky, but in this situation, it **is** 100% warranted and 100% accurate.

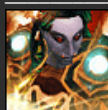
If I have been less geared, and still hitting similar numbers(as I have), and find a method that increases my personal dps and smooths out the casting...chances are, it will be even more of a dps increase for those who are not as fortunate with their guild, skill, etc.

But I do appreciate the post Griemak, I should have added those numbers into my post, but didn't due to it truly not being necessary in my opinion.

Overall, my statement still stands as it did before, with the addition of those 2 lines for those truly gifted in the fine art of quartz clipping.

(side note)

For those of you using no-channeling macros, this post and my previous will not be nearly as accurate for you, and you will likely need less spells between VT's. This **is** only for those clipping in the red on quartz, and **is** still accurate at ANY haste levels.



**Jagalicious**

Level 80 Troll Priest

<Unholy Trinity> of Burning Blade

14 / 0 / 57  
450 Enchanting  
450 Engineering

3400 Spell Dmg  
32.08% Spell Crit  
25.56% Haste  
11.06% Spell Hit  
407 Spirit  
<http://www.sigilunch.com/>



Jagang

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Mon Mar 01, 2010 10:59 pm

Shadow Priest

Joined: Fri May 04, 2007 12:54 am

Posts: 145

OFFLINE

New post for those who hate reading, I stand by my original statement, with 2 slight additions

TLDR:

- 1)  
Do opening sequence
- 2)  
Cast **MB** with DP and 4 Flays between VT's
- 3) whichever works best for you with your latency, and quartz skill  
If DP does not need to be refreshed between VT's, cast 5 Flay's  
or  
cast **MB** - 4x Flay - **MB** (requires talented Imp **MB**)  
or  
cast **MB** - 5x Flay (**MB** position can be anywhere, sooner the better)

Thank you Griemak for showing the math.  
I assure you, this method above works for everyone.



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griemak

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Tue Mar 02, 2010 1:10 am



Shadow Priest

Joined: Tue Feb 17, 2009 9:02 pm

Posts: 525

OFFLINE

It has nothing to do with quartz skill. It has everything to do with seeing a result and innapropriately applying the reason why the result occured. Your 5 flays between VT fit because of the exact conditions you were under. If those conditions are not met, it can be a huge loss to do this because you'll loose your last tick of VT. The FCFS priority casting has no change with different levels of haste, latency, raid composition, status of the stage of the moon. You can't fit a square flay into a round VT.

5 flays between VT casts requires the following latency in miliseconds with absolute casting skill, no human error can exist. Times include 5% and 3% raid haste buffs.

Code:

GearHaste - Mfcast - Vtcast - Vtlength - Difference - LatencyNeeded

700	-	1.9	-	1.14	-	11.43	-	0.79	-	132
720	-	1.89	-	1.14	-	11.37	-	0.78	-	130
740	-	1.88	-	1.13	-	11.32	-	0.79	-	132
760	-	1.87	-	1.13	-	11.26	-	0.78	-	130
780	-	1.86	-	1.12	-	11.2	-	0.78	-	130
800	-	1.85	-	1.11	-	11.15	-	0.79	-	132
820	-	1.84	-	1.11	-	11.1	-	0.79	-	132
840	-	1.83	-	1.1	-	11.04	-	0.79	-	132
860	-	1.82	-	1.1	-	10.99	-	0.79	-	132
880	-	1.82	-	1.09	-	10.93	-	0.74	-	123
900	-	1.81	-	1.09	-	10.88	-	0.74	-	123
920	-	1.8	-	1.08	-	10.83	-	0.75	-	125
940	-	1.79	-	1.08	-	10.78	-	0.75	-	125
960	-	1.78	-	1.07	-	10.73	-	0.76	-	127
980	-	1.77	-	1.07	-	10.68	-	0.76	-	127
1000	-	1.76	-	1.06	-	10.63	-	0.77	-	128
1020	-	1.76	-	1.06	-	10.58	-	0.72	-	120
1040	-	1.75	-	1.05	-	10.53	-	0.73	-	122
1060	-	1.74	-	1.05	-	10.48	-	0.73	-	122
1080	-	1.73	-	1.04	-	10.43	-	0.74	-	123
1100	-	1.72	-	1.04	-	10.39	-	0.75	-	125
1120	-	1.72	-	1.03	-	10.34	-	0.71	-	118

1140 - 1.71 - 1.03 - 10.29 - 0.71 - 118  
1160 - 1.7 - 1.02 - 10.25 - 0.73 - 122  
1180 - 1.69 - 1.02 - 10.2 - 0.73 - 122  
1200 - 1.69 - 1.02 - 10.15 - 0.68 - 113  
1220 - 1.68 - 1.01 - 10.11 - 0.7 - 117  
1240 - 1.67 - 1.01 - 10.06 - 0.7 - 117  
1260 - 1.66 - 1 - 10.02 - 0.72 - 120

Latencies outside of the numbers posted will result in either VT fall offs or VT clips.



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PROFILE 

Jagang

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Tue Mar 02, 2010 2:14 am

Shadow Priest  
Joined: Fri May 04, 2007  
12:54 am  
Posts: 145  
**Offline**

I agree...with exact casting skill

which **is** non-existent.

Moral of the story, the fact remains, very Fast human reaction results in it working, and those with even slightly faster are given 2 new options, as posted.

You cannot base anything off exact cast times. (15 - 12.45 - 1.5) It **is** a perfect situation with 0 ms, 0 human error, 0 server lag, 0 discrepancies whatsoever.

Instead, you can use common logic and say, hey, we're not perfect, and make a cast sequence based on that. The .75 or w/e with 800 haste **is** extremely hard to clip VT, if not impossible, with amazing pc, and amaing skill....thus, the fact remains that the sequence still works in any situation.

My flay and VT fit because when a VT time **is** lowered by haste, a MF time **is** also lowered ni the same proportion.

The only difference **is** the time left before VT, which gets smaller and smaller with more haste, and the quartz red bar remains the same.

THUS, the better gear you get, the BETTER this method works. and with mediocre gear, it works, at 800 haste. (a small amount of haste endgame), so at 1k haste, 1.1k haste, w/e haste...it's easier.

You don't need charts and graphs to see it, you proved my point in your initial post.



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